CLAIMS

1.   A method of resetting a plurality of connected nodes comprising
initiating a reset request at a first node; sending a packet from said first
node to a second node wherein said packet is recognised by said second
node as a reset command, and said second node resets itself.

2.   A method of resetting a plurality of connected nodes as claimed in
claim 1 wherein said reset request packet is send serially and sequentially
to further nodes.

3.   A method of resetting a plurality of connected nodes as claimed in
any preceding claim wherein said nodes are arranged in a ring.

4.   A method of resetting a plurality of connected nodes as claimed in
any preceding claim wherein the reset packet has a register which is
decremented on passing through a node

5.   A method of resetting a plurality of connected nodes as claimed in
any preceding claim wherein when a node receive and recognised a reset
packet, a time delay is started in order for the packet to be further
processed and sent on before resetting is implemented.

6.   A method of resetting a plurality of connected nodes as claimed in
any preceding claim wherein a standard interface is used to initiate the
reset re-set packet.

7.   A method of resetting a plurality of connected nodes as claimed in any preceding claim which is initiated by a manager request that is converted into a control reset packet.

5   8.   A method of resetting a plurality of connected nodes as claimed in any preceding claim which is initiated by a debug command that is converted into a control reset packet.

9.   A node having means to receive a reset data packet, means to
10   recognise said packet and reset said node, and means to forward said reset data packet to other nodes.